

What Is Claimed Is:

1. An online game method comprising the steps of:
connecting a plurality of game machines
capable of performing a single betting-type racing
game played by a plurality of players assembled in
one place and a control unit for controlling game
execution states of each of the game machines via
a communication line;

providing, by the control unit, part or the
entirety of game-related data required for
executing the racing game to the game machines for
performing the race;

after the providing step, simultaneously
executing, by each of the game machines, the racing
game based on the game-related data;

collecting, by the control unit, execution
states of the race at the game machines and betting
odds generated at all the game machines; and

presenting, in real time, the collected race
execution states and integrated betting odds to the
players surrounding all the game machines using at
least one of visual information and auditory
information.

2. The online game method of claim 1, wherein the
game machines for performing the race cause the
players to compete with one another in running
abilities of running models whose running abilities

are improved by the respective players, and wherein
when the race is terminated, a game value in
accordance with the betting odds is paid off.

3. The online game method of claim 1, wherein the
racing game is a game simulating an actual race,
and wherein whenever up-to-date information on the
actual race is generated, the control unit provides
the game machines for performing the race with the
information as part of the game-related data.

4. The online game method of claim 1, wherein the
control unit periodically provides the game
machines for performing the race with up-to-date
information generated by an actual race as part of
the game-related data.

5. The online game method of claim 1, wherein at
least one of the game machines comprises an
accepting device which accepts speech registration
data desired by the players, and wherein when the
game machine presents the race execution states
using synthesized speech, the game machine forms
and presents synthesized speech which at least
includes the speech registration data as part of
the synthesized speech.

1 6. An online game method comprising the steps of:
2 connecting a plurality of game machines
3 capable of performing a single betting-type racing
4 game played by a plurality of players assembled in
5 one place and a control unit for controlling game
6 execution states of each of the game machines via
7 a communication line;

8 providing, by the control unit, part or the
9 entirety of game-related data required for
10 executing the racing game to the game machines for
11 performing the race;

12 after the providing step, enabling the game
13 machines to execute the racing game based on the
14 game-related data;

15 collecting, by the control unit, betting odds
16 generated at all the game machines and execution
17 states of the race at the game machines for
18 performing the race; and

19 presenting, in real time, the race execution
20 states and integrated betting odds to the players
21 surrounding all the game machines using at least
22 one of visual information and auditory information.

1 7. The online game method of claim 6, wherein the
2 game machines for performing the race cause the
3 players to compete with one another in running
4 abilities of running models whose running abilities
5 are improved by the respective players, and wherein

6 when the race is terminated, a game value in
7 accordance with the betting odds is paid off.

1 8. The online game method of claim 6, wherein the
2 racing game is a game simulating an actual race,
3 and wherein whenever up-to-date information on the
4 actual race is generated, the control unit provides
5 the game machines for performing the race with the
6 information as part of the game-related data.

1 9. The online game method of claim 6, wherein the
2 control unit periodically provides the game
3 machines for performing the race with up-to-date
4 information generated by an actual race as part of
5 the game-related data.

1 10. The online game method of claim 6, wherein at
2 least one of the game machines comprises an
3 accepting device which accepts speech registration
4 data desired by the players, and wherein when the
5 game machine presents the race execution states
6 using synthesized speech, the game machine forms
7 and presents synthesized speech which at least
8 includes the speech registration data as part of
9 the synthesized speech.

11. A game system, comprising:

a plurality of game machines capable of performing a single betting-type racing game played by a plurality of players assembled in one place, the plurality of game machines being connected via a communication line; and

a control unit which performs game execution control of the game machines connected to the communication line,

wherein each of the game machines comprises:

an execution device which obtains part or the entirety of game-related data required for executing the racing game from the control unit, and which executes the racing game based on the obtained game-related data;

a totaling device which totals betting odds for the race;

a sender which sends the totaled betting odds and race execution states of the game machine to the control unit; and

a receiver receiving, from the control unit, integrated race execution states, which are obtained by integrating the race execution states from the game machine and another game machine, and integrated betting odds, the receiver presenting the race execution states in real time to the player surrounding the game machine using at least one of visual information and auditory information,

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and the receiver displaying the integrated betting odds and betting odds at the game machine.

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12. The game system of claim 11, wherein the control unit comprises:

a syllabic phoneme data storing device which stores syllabic phoneme data including accent and intonation; and

a retrieval device which retrieves, from the syllabic phoneme data storing device, a combination of syllabic phoneme data corresponding to the integrated race information, and which outputs the retrieved combination of the syllabic phoneme data to all the game machines, and

wherein each of the game machines further comprises:

a speech synthesis device which produces synthesized speech based on the combination of syllabic phoneme data obtained from the control unit; and

a commentator which gives a running commentary of the racing game using the synthesized speech produced by the speech synthesis device.

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13. The game system of claim 11, wherein at least one of the game machines further comprises:

3 an accepting device which accepts speech
4 registration data registered by the player playing
5 the game machine;

6 a syllabic phoneme data storing device
7 which stores syllabic phoneme data including accent
8 or intonation;

9 a speech synthesis device which retrieves
10 the accepted speech registration data and a
11 combination of syllabic phoneme data, which
12 correspond to the integrated race information
13 obtained from the control unit, from the syllabic
14 phoneme data storing device, and the speech
15 synthesis device producing synthesized speech which
16 at least includes the registration data as part of
17 the synthesized speech; and

18 a commentator which gives a running
19 commentary of the racing game using the synthesized
20 speech produced by the speech synthesis device.

1 14. The game system of claim 11, wherein the game
2 machines cause the players to compete with one
3 another in running abilities of running models
4 whose running abilities are improved by the
5 respective players, and wherein when the race is
6 terminated, a game value in accordance with the
7 betting odds is paid off.

1 15. The game system of claim 14, further
2 comprising a ranking device which ranks race
3 results of all the running models appearing in the
4 racing game, and which periodically posts the
5 ranking results on an electronic medium which can
6 be read by the public.

1 16. The game system of claim 11, wherein the game
2 machines are arcade-type horse racing game machines
3 which partially include information generated by an
4 actual horse race.

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